

VIDEO  
COMPUTER SYSTEM™



**ATARI®**

CATALOG

49 GAME PROGRAM™  
CARTRIDGES



### The Adventure Begins

**Y**ou travel through an enchanted land, searching for the golden chalice. Fortunately, you find it before a dragon finds you. To celebrate this ADVENTURE, you dine with PAC-MAN, who is as charming as ever. Then, much as you hate to eat and run, it's off to the Razak Solar System to take part in YARS' REVENGE™.

### The Options are Unlimited

This is just the beginning of the many fantasies you can enjoy on the ATARI® Video Computer System™ game. And, there's no end to the excitement—because ATARI creates new Game Program™ cartridges all the time.

### The Fun is Real

From colorful clowns to furry tarantulas, ATARI games feature graphics that are delightful and imaginative. And, from screeching missiles to mysterious footsteps, realistic sound effects add to the fun.

PAC-MAN is a trademark of Bally Midway Mfg. Co., licensed by Namco-America, Inc.

## INTRODUCTION

### And It's Real Easy

All ATARI games are easy to learn, so everyone can enjoy them

right away. Difficulty

### It's a System You Can't Beat

The ATARI Video Computer System game consists of the game console, two sets of controllers, a power adapter, a TV antenna switch box, and the COMBAT Game Program cartridge (to start you off with a bang!)

The game console attaches easily to your television set. (It won't interfere with regular viewing.)

The controllers and Game Program cartridges plug into the console, and open up a world of possibilities. Every ATARI product is built with strict quality control standards for dependable performance. And now, there's a network of local ATARI repair centers, to help keep your game in good working order. ATARI is the first home video game company to bring this important service to you.

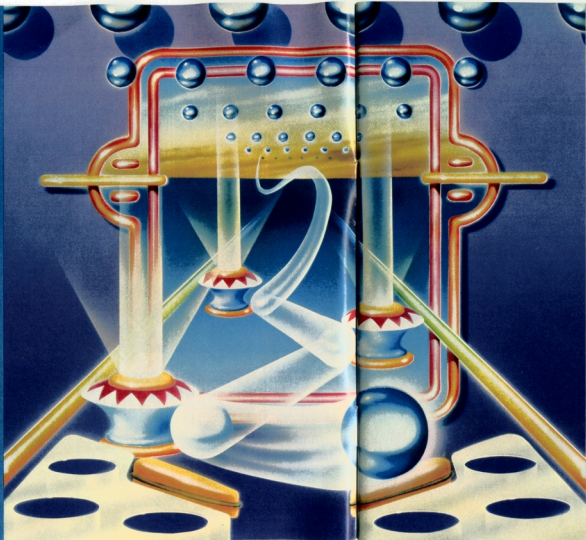
### Start Your ATARI Adventure Today

Turn the page, and discover the world of ATARI magic that's waiting for you.



switches let you control the level of challenge—so a beginner can play a satisfying game against a pro. And, you can increase the level of difficulty as your skill increases.

We're bringing out a new group of easy-to-play games now that are specially designed to instruct and entertain young children ages six to ten.



## SKILL GALLERY

**B**ounce clowns! Gobble dots! Smash bricks! Build reflexes! These games help improve eye/hand coordination in some of the wackiest ways you've ever seen!



## SKILL GALLERY

### DEMONS TO DIAMONDS™

Estimated  
availability July 1982



This is no ordinary Saturday at the Cosmic Carnival! Today you find yourself taunted by tiny, noisy creatures who challenge you to try a new sort of shooting gallery game. You find yourself testing your laser-shooting-skills on all sorts of unusual targets. This game is fun for young sharpshooters ages six through ten.

Six games

One or two players

CX2615





## SKILL GALLERY



### BREAKOUT®

**M**ake the great escape! Smash your way out of a thick wall of bricks. The first few bricks are easy. But the closer you come to breaking out, the tougher it gets. The ball you use to smash bricks may play tricks on you. Once you've mastered one variation, there are 47 other blockbusters.

48 games  
One to four players  
CX2622



### CIRCUS ATARI®

**H**ow good are your reflexes? As the clown bounces up and down, you try to catch him on the teeter-totter. Send him up to the top of the big top to burst red, white and blue balloons worth different points. Make a big pop under the big top and win!

Eight games  
One to two players  
CX2630



### HUMAN CANNONBALL

**B**e a daredevil! Position the cannon. Set the angle. Pick your speed. Your calculations will appear on the screen. Now, it's out of the cannon and into the water tower! Be careful with your calculations — it hurts if you miss. There are 8 different games to choose from, if you dare.

Eight games  
One to two players  
CX2627



## SKILL GALLERY



### MAZE CRAZE™

**Y**ou're a cop on a tough beat. And the things you'll encounter are — amazing. You'll bump into robbers and blockades, and fumble through blackouts. You'll hear hurrying footsteps, and some other surprising sounds as you try to walk your beat safely, in the least amount of time.

16 games  
One to two players  
CX2635



### PAC-MAN

**A**dapted from one of the most popular video arcade games ever created, Atari's PAC-MAN is sure to be a big hit in your home. In this engaging game, PAC-MAN races around a maze, gobbling up dots and dodging ghosts. In the four corners of the maze are energy tablets which give PAC-MAN the ability to eat ghosts. But, he has to hurry before the spell wears off, and they eat him!

Eight games CX2646  
One or two players

PAC-MAN and characters are a trademark of Bally Midway Int'l. Co. licensed by Namco-America, Inc.



### SKY DIVER®

**Y**ou're ready for the big jump. The longer you can wait to open your chute, the more points you'll score. Steer your chute against varying wind velocities as you guide yourself to the landing pad. Land on the bull's-eye and get more points. But, if your chute fails to open - SPLAT!

Five games  
Two players  
CX2629



## SKILL GALLERY



### SUPER BREAKOUT™



**T**his is the BREAKOUT® of the future! Your space shuttle has come up against a mysterious force field dead ahead. Will you turn back, or blast forward and try to smash your way through the many colored layers? Eight exciting new game sounds are programmed into SUPER BREAKOUT to make it even more super to play.

Nine games, including versions for children  
One to two players  
CX2608



### VIDEO PINBALL™



**O**kay, pinball wizards, get set for the ultimate challenge, complete with sounds and flashing colors. Pull back the plunger, release the spring, and shoot the ball. Hit bumpers, spinners, targets and rollovers to rack up points. You get three balls to start with. Hit the ATARI rollover four times and you get an extra ball. Play against the computer or try your wizardry against an opponent of your choice.

Four games  
One to two players  
CX2648



## CLASSICS CORNER

**A**nd now for some quiet, intellectual fun. You can play tic-tac-toe in a new dimension. You can play OTHELLO, with the pieces arranged automatically. Or you can challenge a computerized chess champion, and win. WAHOOO! (Quiet fun, we said.)

## CLASSICS CORNER



### BACKGAMMON

**R**oll the dice. Make your move. Use all the strategies you know, including the use of the doubling cube. You can test your skill against the computer or another player. There's even the popular version of *Accey-Deucey*, where throwing a one and a two is the name of the game.

Eight skill levels  
One to two players  
CX2617



### CASINO™

**I**t's time for serious card playing. Break out the chips and deal. **BLACK JACK** (Games 1-2). Up to four players can try beating the house. **STUD POKER** (Game 3). Squeeze for the inside straight. Or bluff your opponent with a pair of deuces. **POKER SOLITAIRE** (Game 4). Play up to 12 hands by yourself.

Four games  
One to four players  
CX2652



### OTHELLO

**Y**ou'll need a solid strategy and some real cunning to be successful at this game. Each player takes turns trying to capture as many squares as possible. Capture a square and it changes to your color. Lose a square, and you lose points. Play against the computer at three different skill levels, or with a friend.

Four games  
One to two players  
CX2639

**OTHELLO** is a registered trademark of CBS, INC. for its strategy disc game and equipment.



## CLASSICS CORNER



### 3-D TIC-TAC-TOE



**Y**ou have to think in 3-D for this one. Examine the board. Plan your strategy. Then make your move. Place four X's or four O's in one horizontal, vertical or diagonal row, or through all the planes. Play against an opponent or against the computer. To win, complete your row first.

Nine games  
One to 2 players  
CX2618



### VIDEO CHECKERS™



**T**he game that has challenged young and old for centuries now has nine levels of difficulty. At level 1, the computer plays beginning checkers. At level 9, you're playing a master. Plus, there are three different game variations for you to check out.

19 games  
One to two players  
CX2636



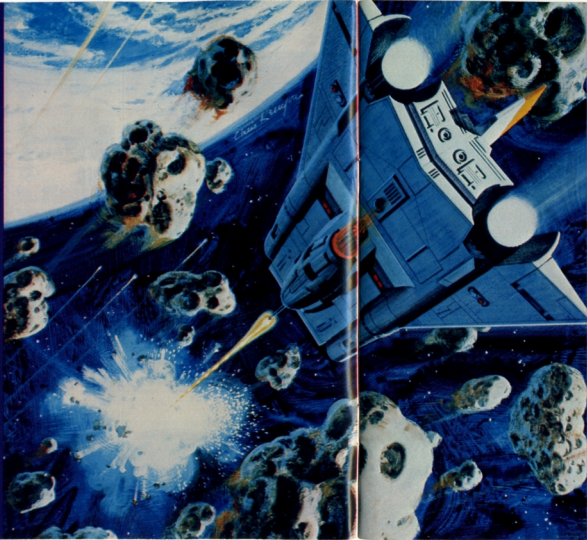
### VIDEO CHESS™



**I**t's your 22nd move. Your defense is set with a tight King position. You move in your Queen and capture your opponent's Rook — his only defense. Checkmate! It's you against the computer in one of the most sophisticated approaches to the classical thinking man's game.

Eight games  
One player  
CX2645





## SPACE STATION

**Y**ou may encounter angry robots, strangely evolved house flies, or a sky full of asteroids. One thing is for certain, these games are packed with action and imagination that's light years ahead of our time!



## SPACE STATION

# BERZERK



Estimated availability August 1982

**T**rapped on a planet called Mazeon (because of all the mazes on it) you are relentlessly pursued by a gang of robot thugs. The leader of these mechanical heavies, Evil Otto, takes a real delight in your predicament. You must race through the mazes, dodging and shooting, as Otto and the others chase after you. Conquer one maze, and you'll find yourself in another.

It's enough to drive you...crazy!

12 games One player

CX2650

BERZERK is a trademark of Stern Electronics, Inc.







## SPACE STATION

# STAR RAIDERS™

(Packed with Special Video Touch Pad™ Controllers)

Estimated availability September 1982

**W**ith this extraordinary new game, ATARI will take you on a space odyssey into a strange and alien world. You'll board the fabulous Star Fighter, and warp through the galaxy with the ATARI FORCE™

Your mission is to destroy the Zylon menace, rescue the last vital starbase, and avenge the Earth Federation. STAR RAIDERS™ is packed with a detailed comic book that sets the stage for this gripping adventure.

Four skill levels    One player  
CX2660





## SPACE STATION



### ASTEROIDS™

**Y**our space ship is trapped in a deadly asteroid belt. Destroy the drifting asteroid boulders before your spaceship is done in. And watch out for other space hazards, like satellites and UFO's. Hyper through space in all directions. Fire your photon torpedoes to protect your spaceship. Score points by destroying asteroids and other obstacles. The sky's the limit.

66 games, including versions for children. One to two players  
CX2649



### DEFENDER

**A**liens are attacking the planet. Not only have they taken many threatening forms—alien landers, exploding pods, and bombers—they're also trying to take your friends and use them against you. Launch your anti-alien attack rocket. Watch the rocket's scanner screen for early warning data. Then fire your laser cannons! Only you can prevent the aliens from kidnapping your fellow humanoids and transforming them into treacherous mutants. One to two players  
CX2609



### MISSILE COMMAND™

**T**he Krytolians have launched a missile attack on your peace-loving planet of Zardon. As commander of Zardonian defenses, you must launch a counter-attack, using your powerful antiballistic missiles (ABM's.) Battle conditions change dramatically in each of the games for one or two commanders.

34 games, including versions for children. One to two players  
CX2638



## SPACE STATION



### SPACE INVADERS\*

**S**trange creatures from outer space are threatening our planet. Who are these aliens and what do they want? No time for questions now. Your mission is to destroy the aliens with your laser cannon before they reach Earth. Hit a space invader and score points. But just when you think you've destroyed them all, new invaders appear.

112 games  
One to two players

\*Trademark of Taito America Corporation.  
CX2632



### SPACE WAR

**M**aster your Star-ship controls with a series of practice maneuvers. Once you have conquered all the techniques—like Hyperspace, Warp Drive and avoiding the gravity pull of the Space Sun—you are ready to conquer the universe.

17 games  
One or two players  
CX2604



### YARS' REVENGE™

**J**ourney to the RA-ZAK solar system, where the Yars—mutant house flies—are getting swatted by an evil Qotile. This relentless enemy, hidden behind a protective shield, fires deadly Drones and Swirls at the Yars. Help the Yars avenge their community! Send a Yar scout out to break a path through the shield by eating the bricks or exploding them with energy pulses. Then bring out the Zorlon Cannon and destroy the Qotile with a well-placed blast.

8 games  
One to two players  
CX2655





## ADVENTURE TERRITORY

**I**f daring exploits are your thing, this is the place for you. You can creep through a haunted house, travel through an enchanted land, or fly off with **SUPERMAN** on a breathtaking mission.

## ADVENTURE TERRITORY



### ADVENTURE

**O**nce upon a time an evil magician stole an enchanted goblet and hid it somewhere in the kingdom. Now you must find it, but it won't be easy. Three deadly dragons and a black bat will try to stop you. Have no fear, your magic sword will help protect you. Cross the bridge—if you can—and get the magnet that will attract the goblet. Watch out! The dragon is waiting to eat you.

One player only  
Three skill levels  
CX2613



### HAUNTED HOUSE

**I**t's a stormy night, and you are creeping through the dusty corridors of a haunted house, with only a flickering match to guide the way. You're searching for pieces of the golden urn, which are hidden throughout the four-story house. Some of the rooms may be locked, in which case you'll need to find the key. As you stumble along, a vampire bat flies in your face. A furry tarantula runs over your foot. And suddenly you see a ghost! It's enough to scare you to death.

Nine skill levels  
One player  
CX2654



### SUPERMAN

**Y**ou're the "MAN OF STEEL"\*. You're in your office at the DAILY PLANET\*, when you get a tip that LEX LUTHOR\* is about to blow up the Metropolis Memorial Bridge. Into a phone booth, on with your cape! Flying faster than a speeding bullet you use your X-RAY VISION\* to find the hideout of LEX LUTHOR and put the gang behind bars.

One player only  
CX2631

\*Indicates Trademark of DC Comics, Inc. © 1979



### RACE TRACK

**B**uckle your seat belt and get ready for some fast fun with ATARI's racing games. Whether you prefer the thrill of INDY 500, or a wild night ride, you're on the right track now!

## RACE TRACK



### DODGE 'EM™

**I**t's you against the computer crash car. Accelerate. Change lanes. Each driver gets three heats. A crash ends the heat. If your score looks too good, another crash car comes on course. Different levels of difficulty keep the game a constant challenge.

Three games  
One to two players  
CX2637



(Packed with Special Steering Controllers)

### INDY 500

**T**his fast-paced Game Program cartridge comes with Steering Controllers to keep you on the right track. And there are many tracks, and game variations, to choose from, including RACE CARS, CRASH'N SCORE™, TAG™, and ICE RACE.

14 games  
One to two players  
CX2611



### NIGHT DRIVER™

**T**he road ahead is dark and winding. You know you're getting somewhere because the fence along the side of the road seems to keep moving. Don't get drowsy now. The longer you stay on the road, the higher your score. And watch out for those oncoming cars! Remember to keep your eyes peeled and fasten your seat belt. You never know what will jump out on the road at night.

Eight games  
One player only  
CX2633



## RACE TRACK



### SLOT RACERS™

**Y**ou and your favorite adversary pursue each other at breakneck speeds through big city streets. And fire missiles at each other from the bazookas on your hoods. The first to blast his opponent 25 times wins the ultimate chase scene.

You can change the pace with four different street mazes, accelerating car and missile speeds, and varying missile paths.

Nine games  
Two players  
CX2606



### STREET RACER™

**R**ace on a city street, or down a ski slope. Dodge on coming cars, or fire at flying objects. "Crunch" numbers on a track, or play a new game of catch called SCOOOP BALL™. Variety is the name of this game.

27 games  
One to four players  
CX2612





## SPORTS ARENA

**T**his is your ticket to the best athletic events in town. Play football, baseball, soccer—all your favorite sports right on your TV screen. And, the best part is—you can call all the shots!



## SPORTS ARENA



## BASKETBALL

**T**he clock's ticking off the last few seconds. The other guy has the ball. The game's tied. You press hard. Force a wild shot. Then make a spectacular fast break for the winning basket. Use the difficulty switches to arrange great matches between pros and double dribblers. You control when to jump, dribble, steal, or shoot your way past human or computerized opponents.

Two games  
One or two players  
CX2624



## BOWLING

**T**his is one of the most exciting and challenging ways to go bowling. Your score is kept automatically on screen, frame by frame. Keep track of strikes, spares, and even open frames. You can roll curve balls or straight balls. But watch those gutter balls.

Six games  
Two players  
CX2628



## FOOTBALL

**H**ut one...Hut two...Hike! Pass on 3rd and long. Punt out of trouble on 4th down. Or run the end sweep for a TD. You're the quarterback calling all the offensive plays. And on defense, you're in total control, maneuvering your men into position to stop the opponent cold. Kick! Pass! Run! Score! Touchdown!

Three games  
Two players  
CX2625



## SPORTS ARENA



## GOLF

**I**f you're feeling up to par, try nine holes on our golf course. You control the direction and power of your shot. But if your ball goes into the rough it may cost you penalty strokes. As you maneuver your golfer around the course, you get a close-up of the green for your putt. Your score is automatically recorded.

Two games  
One to two players  
CX2634



## HOMERUN™

**Y**ou're waiting for the pitch. The crowd cheers as you send a deep drive to center field and score the winning run. Now you're the pitcher. You mix up your pitches with your even-handed control over fast, slow or curve balls. But be careful. Balls and strikes count. So do double plays, triple plays, force outs, tag outs and sacrifice flies.

Eight games  
One to two players  
CX2623



## PELÉ'S SOCCER™

**I**t takes a lot of practice to play a winning game of soccer. And what is true on the field is true on your Atari® Video Computer System™ game. PELÉ'S SOCCER™ challenges you every inch of the way. Passing. Dribbling. Kicking. Blocking. Attacking. Defending. And with 54 separate games to choose from, even Pelé himself finds plenty of challenging action.

54 games  
One to two players  
CX2616





## SPORTS ARENA



### VIDEO OLYMPICS™



**T**his Game Program cartridge is the home of PONG®, the original video game! And SUPER PONG® and FOOZPONG® and on and on, for a total of 50 great olympic games and game variations in eight main events. Play against the computer or up to three other competitors. (Four-player games require a set of additional Paddle Controllers.)

50 games  
One to four players  
CX2621



## COMBAT ZONE

**T**ake a trip back in time to a wild shootout in the wild west. Or, go even further back, for a fire-ball fight in an ancient kingdom. Or, turn your TV set into a modern radar screen. But, watch out for those enemy subs and planes!

## COMBAT ZONE



### AIR-SEA BATTLE™



**B**e an artillery commander, submarine captain, or aircraft bombardier, firing at enemy ships and planes. Or, relax with some R&R at a shooting gallery — picking off animated ducks, rabbits and clowns. Targets come from different directions, at different speeds to test and sharpen your hand/eye coordination skills.

27 games  
One to two players  
CX2602



### CANYON BOMBER®



**B**ombs away! Press the button and you are in control of unloading tons of bombs into the canyon. Careful—an itchy finger may cost you the war. CANYON BOMBER® (Games 1-6) Blast away the boulders with either a set or an unlimited number of bombs. Play against the computer or another player. SEA BOMBER™ (Games 7-8) Blow away the carriers, tankers and ships and reach 1000 points before your opponent.

Eight games  
One to two players  
CX2607



### COMBAT



**A**rm yourself against the enemy with tanks, planes and jet fighters. Blast your opponent as many times as you can for the highest score. Heavy artillery includes missiles, rapid fire machine guns, or single shots. Just keep in mind that the other guy has the same weapons you do. Good luck, soldier.

27 games  
Two players  
CX2601



## COMBAT ZONE



### OUTLAW®



**S**queeze the trigger. Your gunfighter kneels, and aims. Release the trigger. The lead starts flying. Blow away walls, stagecoaches, and cacti. Nail your opponent with a clever ricochet. Shoot it out through 16 games and variations, including three target practice games.

16 games  
One to two players  
CX2605



### WARLORDS™



**T**ake cover behind your castle walls, and head off an onslaught of enemy fire. At the same time, try to destroy the other Warlords, by breaking down their castle walls, and crowning them with fireballs.

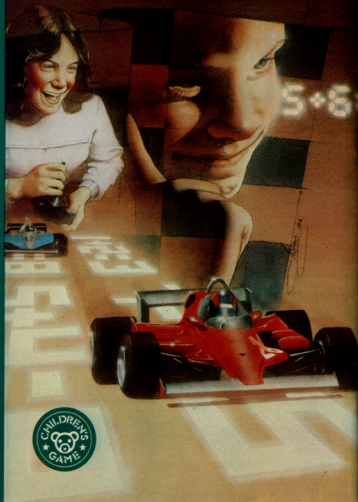
28 games, including versions for children.  
One to four players  
CX2610





LEARNING  
CENTER

Here's where you'll find games that educate while they entertain. There are games that build skills in vocabulary, math and concentration. Even an introduction to computer programming.



## LEARNING CENTER

### MATH GRAN PRIX™

Estimated availability July 1982

This game is designed to exercise and strengthen basic arithmetic skills in children ages six to ten. The surprise is that it takes place in a challenging race track setting. By solving arithmetic problems displayed on the screen, players are able to move their cars along the Gran Prix race track. MATH GRAN PRIX™ contains a built-in "tutor" to encourage players of all abilities. In response to an incorrect answer, the computer offers an easier problem. If a correct answer is given, the next problem will be increasingly more difficult. This helps ensure an exciting race between more and less advanced players.



Nine games One and two players CX2658

## LEARNING CENTER



### BASIC PROGRAMMING

**T**alk to the computer. Atari's "BASIC PROGRAMMING" cartridge will show you how. You'll learn the basics of computer language and programming. What to say. How to say it. Program your computer to print messages. Play games. Even play a tune. Before long, you and your computer will be making beautiful music together.

One player only  
CX2620



### BRAIN GAMES

**B**e a mental superstar. Focus on a series of symbols, ciphers, and musical notes. Now repeat them in order. You're competing against time, and diabolical distractions. The BRAIN GAMES include, TOUCH METM, COUNT METM, PICTURE METM, FIND METM, ADD METM and PLAY METM, for a total of 19 game variations.

19 games  
One to two players  
CX2664



### CODEBREAKER™

**T**rack the secret code in the fewest turns. The computer tells you when you guess the code cipher and when it's in the right position. Variations for both novice and super sleuths. Also included, NIM (games 13-20). This new version of the oldest math game known to man is a mental exercise for one or two players.

20 games  
One to two players  
CX2643



## LEARNING CENTER



### A Game of CONCENTRATION

**T**hirty numbers flash on your screen. Hidden behind each is a familiar object or a wild card. Match any two and score. Your opponent tries to match a sailboat with a flying saucer. You smirk. Now it's your turn.

Eight games  
One to two players  
CX2642



### HANGMAN

**H**ANGM\_N. You have just one guess left. And two blank spaces. Could it be the same letter? Could it be "A"? Guess right and win. Guess wrong, and it's curtains for you. Nine game variations make it challenging for all. In Games 1 through 8 the computer chooses the words. In Game 9 you and a human opponent choose words for each other. Pick a hard one to hang him up!

Nine games  
One to two players  
CX2662







### The Atari Game Center

**N**ow you can keep all the ATARI game components together and at your fingertips. This all-in-one organizer has compartments for the VCS console, controllers and other accessories, plus 27 Game Program cartridges and game instruction manuals. The Game Center is handsome enough to show off, with woodgrain finish cabinetry and a translucent dust cover.

## ACCESSORIES



### The Atari Game Program™ Case

**Y**ou can store your Game Program cartridges on the bookshelf with this

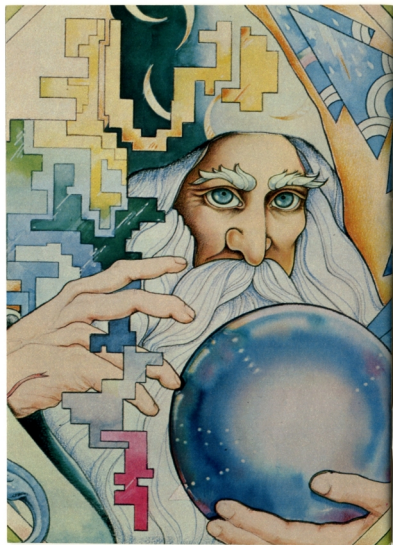
handsome library style binder. The Game Program case holds eight cartridges, and has two pockets for game instruction manuals. A supply of pressure sensitive labels is included, so you can note the contents of each book on its cover.

### The Atari Modular Cartridge Library™

**H**ere's an attractive storage system that can grow as your collection of Game Program cartridges grows. Each interlocking module holds 14 Game Program cartridges, and has a separate compartment for game instruction manuals. The modules, are constructed of durable polystyrene with a decorative woodgrain finish.







## COMING ATTRACTIONS!

**A**t this very moment, our ATARI engineers are working on challenging and exciting new Game Program cartridges. Most of these games-in-progress are so new, we haven't even named them yet. But, we can tell you to expect the following.

You'll soon see a great group of ATARI games with super realistic graphics. Life-like pro players will jog on to the field in our new FOOTBALL game, take their place at bat in BASE-



BALL, and serve up a jolly version of VIDEO VOLLEY-BALL. Plus, we'll bring in the big guns for a super new

version of COMBAT. We're offering a gripping ADVENTURE game in two installments during October and November. And there's another entertaining and educational just-for-kids game on the way.

In fact, there's lots more ATARI excitement in store for you. And it will all be in stores near you before you know it!



**ATARI**



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